



Ies we can: web-based gamified learning for social entrepreneurship and innovation (id08)

Tiago Coelho (ESS-P.PORTO);
Carlos Campos (ESS-P.
PORTO); Vítor Simões-Silva
(ESS-P.PORTO); Raquel
Simões Almeida (ESS-P.
PORTO); Maria J Trigueiro
(ESS-P.PORTO)

Abstract

In the Social Entrepreneurship and Innovation course of the Occupational Therapy degree (School of Health, Polytechnic University of Porto) a gamification method was employed to complement the teaching-learning process. This approach encompassed a series of weekly tasks associated with the learning outcomes, which were organized as a unit-long competition with elements of within-group cooperation and between-group collaboration. The outputs of these tasks were submitted by students in an online platform: Padlet. This

website is a functional wall-type software that functions as a free board, allowing students to publish writings, photographs, videos, or any other relevant content. In the Padlet platform, students were able to view the outputs of different workgroups, provide comments or suggestions, and contribute to some of the evaluation procedures in collaboration with the professors. A weekly and a final classification were posted on the Padlet platform, considering the points obtained in each task. The scoring procedures were clearly identified in the game

rules, which were also available on the Padlet platform. Our findings demonstrated that the “IES We Can” web-based gamified learning system was beneficial in increasing student engagement, motivation, and pedagogic performance, due to competitive and cooperative techniques. This study represents a significant contribution to pedagogic gamification and may assist professors in developing games that are personalized and contextualized to intended learning outcomes.